Atty Docket No.: 10407/519
Serial No. 09/967,221

123. (Original)   The gaming system of claim 114, wherein the gaming system includes a game logic process and a game display process that generate the wagering game via the gaming interface, and a systems logic process that generates communication between the system network and the systems interface.

124. (Original)   The gaming system of claim 114, wherein the gaming device utilizes a multiple processor platform, wherein the at least one processor comprises a plurality of processors that support hard real time processing for hardware applications, and the additional processor supports a graphic user interface, and

wherein the plurality of processors run hard real time tasks related to controlling game peripherals;

wherein the additional processor runs a systems logic process that provides access to system information on a system network via the systems interface; and

wherein the additional processor also runs a game display process and a game logic process that together manage all game control necessary to generate a wagering game, wherein the systems logic process is maintained as a separate process from the game display process.

125. (Original)   The gaming system of claim 124, wherein the gaming display screen includes a small region that, when selected, activates the systems interface.

126. (Original)   The gaming system of claim 125, wherein the game display process is a master process and the systems logic process is a slave process, and wherein the game display process recognizes when the small region of the display screen is selected, and relinquishes control of the display screen to the systems logic process, allowing communication between the systems interface and the system network.

127. (Original)   The gaming system of claim 124, further comprising a message section of the display screen, wherein the section of the display screen is allocated for showing messages to a player of the gaming device.

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